

Description

[0001] The present invention relates to a signal processor. The invention concerns, joining referred to herein as splicing, digital bit streams which are compressed. Embodiments of the invention described herein are concerned with splicing digital video bitstreams which are compressed according to the MPEG-2 standard.

[0002] The invention and its background will be discussed by way of example with reference to MPEG-2 video bitstreams. However the invention is not limited to MPEG-2.

[0003] MPEG-2 is well known from for example ISO/IEC/13818-2, and will not be described in detail herein. Splicing of video is well known. It is used in editing video. Splicing analogue signals is relatively straight forward and can be done at the boundary between adjacent frames, because each analogue frame contains the whole of the video information of that frame independently of other frames. (Splicing can be done similarly in the digital domain for both compressed and uncompressed video data if all frames contain the whole video information of the frame.)

[0004] MPEG-2 compressed video comprises groups of I, P and/or B frames known as GOPs, Groups of Pictures. I, P and B frames are well known. An I or Intra-encoded frame contains all the information of the frame independently of any other frame. A P frame in a GOP ultimately depends on an I frame and may depend on other P frames. A B frame of a GOP ultimately depends on an I-frame and may depend on P frames in the GOP. A B frame must not depend on another B frame.

[0005] A GOP typically comprises 12 or 15 frames comprising at least one I frame and several P and B frames. To correctly decode a GOP requires all the frames of the GOP, because a large part of the video information required to decode a B frame in the GOP is in a preceding and/or succeeding frame of the GOP. Likewise a large part of the video information required to decode a P frame is in a preceding frame of the GOP.

[0006] Thus if two different bit streams are spliced together in the compressed domain, the information necessary to decode frames each side of the splice point is likely to be lost.

[0007] Many papers have been written concerning the splicing of compressed bitstreams, which is a well known problem in MPEG. A paper "Flexible Switching and editing of MPEG-2 Video Bitstreams" by P.J. Brightwell, S.J. Dancer and M.J. Knee was published in "Atlantic Technical Papers 1996/1997" the preface to which is dated September 1997.

[0008] The paper discusses the problems of splicing MPEG-2 Video Bitstreams. Two bitstreams A and B to be spliced are decoded in respective decoders. A coder is switched from the decoder of A to the decoder of B at the splicing point. It discloses that near a splicing point where a bitstream A is replaced by a bitstream B, the following modifications are made.

[0009] "The picture type may be changed to provide a more suitable refresh strategy around the switch point. In the example below, the first P-frame in bitstream B after the switch is converted to an I-frame to provide a full refresh early in the new scene. Also, bitstream A contains an I-frame just before the switch point - as this is unnecessary, it is recoded as a P-frame to save bits.

Switch point													
bitstream	A:	P	B	B	I	I	...						
bitstream	B:				...	I	B	P	B	B	P	B	P
modified		P	B	B	P	I	B	I	B	B	P	B	P

[0010] Prediction modes and motion vectors may require modification to take into account any changes in the picture type on recoding, or to prevent any predictions being made across the switch on recoding. In the example above, macroblocks that originally used forward or bi-directional prediction for the B-frame following the switch point will be recoded using intra mode and backward prediction respectively. In addition, vectors are required for the I-frame that is recoded as a P-frame - these can be estimated from the vectors in surrounding frames, or taken from I-frame concealment vectors that many MPEG-2 bitstreams carry.

[0011] The quantisation parameters will be changed as part of the recoder's rate control strategy. As in a conventional coder, this aims to control the buffer trajectory of a downstream decoder to prevent under- or overflow, and to maintain the picture quality as high as possible. In addition, the rate control algorithm for the ATLANTIC switch uses the vbv_delay values in bitstreams A and B (which are carried in the infobus) to make the buffer trajectory for the switched bitstream identical to that for bitstream B (i.e. the one being switched to) at some future time. Depending on the relative vbv_delay values, this may happen soon after the switch, or a recovery period of a few GOPs may be required. When it has been achieved, the recoder's quantisation parameters are locked to those of bitstream B, and the switch becomes transparent.

[0012] The quantisation parameters may also be changed to take advantage of effect known as temporal masking. This refers to the eye's inability to see moderate or even large amounts of noise around a scene change - typically 5 dB of degradation in the frame after the switch cannot be seen - and allows the number of bits used for the frames very close to the switch point to be reduced, allowing a shorter recovery period."

5 [0013] "Vbv-delay values" are measures of the number of bits in the buffer of the downstream decoder. The manner in which the "buffer trajectory" for the switched bitstream is made identical to that for bitstream B is not disclosed in the paper. It has been found in experiments by the present inventors that splicing bitstreams which have very large differences in VBV-delay values is problematic.

[0014] It is desirable to make the buffer trajectory for the switched bit stream identical to that for the bitstream B (referred to herein as VBV_lock) even where the difference between the vbv-delay values of the streams is large.

10 [0015] According to the present invention, there is provided a signal processor for splicing a compressed bitstream B₀ to a compressed bitstream A₀, comprising

means for decoding the bitstreams A₀ and B₀, switching means coupled to the decoding means for producing a spliced bitstream C, comprising data from bitstream B₀ spliced to data from bitstream A₀ at a splice point, encoding means for re-encoding the spliced bitstream C for supply to a downstream decoder having a downstream buffer, wherein the encoding means is controlled over a transitional region so that the occupancy of the downstream buffer varies over the transitional region from the occupancy of bitstream A₀ to the occupancy of bitstream B₀ according to a trajectory in which the rate of change or occupancy is limited to a predetermined maximum rate.

20 [0016] By limiting the rate of change of occupancy, and preferably by limiting the maximum change made at predetermined intervals, the downstream buffer neither under- nor over-flows. Furthermore limiting the rate of change more evenly distributes the bits over the transitional region. In the preferred embodiments of the invention in which the data carried by the bitstreams is compressed video, the even distribution of bits creates a consistent signal to noise ratio across the transitional region.

25 [0017] It is also desired to determine whether VBV_lock is achieved or not at the end of the transitional region and whether to extend the transitional region if VBV_lock has not been achieved or has not been achieved precisely.

[0018] According to another aspect of the invention, there is provided a signal processor for splicing a compressed bitstream B to a compressed bitstream A, each bitstream comprising groups (GOPs) of I, and P and/or B frames comprising

means for decoding the bitstreams A₀ and B₀,

switching means coupled to the decoding means for producing a spliced bitstream C, comprising data from bitstream B₀ spliced to data from bitstream A₀ at a splice point (SPICE), and

encoding means for re-encoding the spliced bitstream C for supply to a downstream decoder having a downstream buffer, wherein

the encoding means is controlled over a transitional region so that the occupancy of the downstream buffer varies over the transitional region from the occupancy of bitstream A₀ to the occupancy of bitstream B₀,

40 the transitional region includes a transitional GOP extending from the splice point and of a length which is an initial prediction of the point in stream B at which the occupancy of stream C equals that of stream B, and occupancy is changed at regular intervals in the GOP according to a trajectory so as to make the occupancy of stream C equal to that of stream B by the end of the GOP,

45 a limit is applied to a change according to the trajectory which increases occupancy, and

the amount by which a change would exceed the limit (if it were not limited) is compared at the end of the GOP with a threshold and, if it exceeds the threshold, the transitional region is extended.

50 [0019] By monitoring the amount (reduction_carry) by which a change would exceed the limit and comparing it to the threshold, the encoding means can determine when VBV_lock is achieved or not. This allows lock to be achieved with large differences in occupancy between the bitstreams A and B. Preferably, if the limit is not exceeded, the limit is progressively reduced as the GOP proceeds. That prevents large changes at the end of the GOP. Preferably, if a change reduces occupancy, it is averaged (carry_over) over the remainder of the GOP to offset any increases which may occur later in the GOP. In an embodiment, if lock is not exactly achieved stuffing bits are added to the transitional

55 GOP to achieve precise lock.

[0020] For a better understanding of the present invention, reference will now be made by way of example to the accompanying drawings, in which:

Figure 1 is a time chart illustrating the splicing of a bitstream B_0 to a bitstream A_0 in accordance with a first example of the present invention;

Figure 2 illustrates a portion R of the chart of Figure 1 in more detail;

Figure 3 is a schematic block diagram of an illustrative signal processor according to the present invention and operating as illustrated in Figures 1 and 2;

Figure 4 is a time chart illustrating the splicing of a bitstream B_0 to a bitstream A_0 in accordance with a second example of the present invention;

Figure 5 illustrates a portion R of Figure 4 in more detail;

Figure 6A is a schematic block diagram of an illustrative signal processor according to the invention and operating as illustrated in Figures 4 and 5;

Figure 6B shows a modification of Figure 6A;

Figure 7 shows illustrative GOPs in display order and the application of illustrative picture type decisions;

Figure 8 shows the GOPs of Figure 4 in processing order;

Figures 9 to 11 show illustrative values of VBV occupancy; and

Figures 12A, B and C are a flow diagram illustrating an example of modification of occupancy in the transitional region.

Transcoding Parameters

[0021] I frames have the following transcoding parameters which are well known in MPEG.

[0022] DCT_Type, Q and Q_Matrix which are reused in embodiments of the present invention described hereinbelow. These parameters are reused in the recoding of I frames with reuse of parameters.

[0023] P and B frames have the parameters DCT_Type, Q, Q_Matrix, Pred_Type, MB_Mode and Motion Vectors. These parameters are reused in the recoding of P and B frames with reuse of parameters. These parameters are recalculated when fully recoding all frames.

First Example

[0024] Referring to Figures 1, 3 and 7, two bitstreams A_0 and B_0 are MPEG-2 encoded with GOPs comprising 12 frames. In this example the bitstreams A_0 and B_0 have the same GOP structure:

IBBPBBPBBPBB

as shown in Figure 7. However the bitstreams may have any other GOP structure allowed by MPEG-2. The two bitstreams A_0 and B_0 may have different GOP structures. For ease of explanation it is assumed the bitstreams A_0 and B_0 have the same GOP structure as shown in Figure 7.

[0025] It is desired to replace bitstream A_0 by bitstream B_0 . As shown in Figure 1, initially A_0 is provided to the processor. It is routed in the processor P of Figure 3 from input A_0 to contact A_0 of switch S_1 where it is fed, unchanged to, for example, a downstream decoder 2. In decoder 2 it is decoded for display. Downstream decoder 2 may be in, for example, a domestic television receiver. Processor P may be in a studio.

[0026] When an operator decides to splice bitstreams B_0 and A_0 , the operator operates the switch S_1 and a switch S_2 so that A_0 is routed through decoder A, encoder 4 and via contact C of switch S_1 to the downstream decoder 2.

[0027] The bitstream A_0 is decoded in decoder A and re-encoded in encoder 4. The MPEG-2 parameters are derived from the decoder A by a control processor 6 and reused in the encoder 4, so that the decoding and re-encoding is as loss-less as possible. (There may be some loss because the DCT rounding process can cause the DCT process to be not transparent.)

[0028] Before the splice point, bitstream B_0 is also decoded in decoder B.

[0029] The processor P has sufficient storage (not shown) associated with decoders A and B to store for example 30 compressed frames.

[0030] A splice point SPLICE is chosen. At the splice point switch S_2 selects the decoder B and decoded bitstream B is fed via the encoder 4 to the contact C of switch S_1 . In the example of Figures 1 and 7, full recoding, that is without re-use of the MPEG parameters, begins on the bitstream A_0 5 frames before the splice point SPLICE. The reason for this will be explained below. After the splice, bitstream A_0 is irrelevant except that some frames of A_0 after the splice may be needed to decode frames of A_0 occurring before the splice.

[0031] After the splice point SPLICE, the bitstream B_0 is fully recoded for a transition period during which VBV_lock is achieved as will be explained below. Once VBV_lock is achieved, recoding of bitstream B_0 continues but with re-use of the MPEG parameters derived from the original bitstream B_0 .

[0032] After a short interval of recoding of B_0 with re-use of the MPEG parameters, switch S_1 selects contact B_0

and thus the original bitstream B_0 , by-passing the decoder B and encoder C.

Second Example

- 5 [0033] Referring to Figures 4, 6A and 7, two first generation (Gen1) bitstreams A_0 and B_0 are MPEG-2 encoded with GOPs comprising 12 frames. In this example the bitstreams A_0 and B_0 have the same GOP structure:

IBBPBBPBBPBB

- 10 as shown in Figure 7. However the bitstreams may have any other GOP structure allowed by MPEG-2. The two bitstreams A_0 and B_0 may have different GOP structures. For ease of explanation it is assumed the bitstreams A_0 and B_0 have the same GOP structure as shown in Figure 7.

- [0034] It is desired to replace bitstream A_0 by bitstream B_0 . As shown in Figures 4 and 6A, initially A_0 and B_0 are decoded in decoders 1 and 3. The decoded bitstreams are recoded in recoders 8 and 10 as second generation (Gen2) bitstreams A_1 and B_1 . When decoding and recoding A_0 and B_0 as A_1 and B_1 , the MPEG parameters of all frames of the original bitstreams A_0 and B_0 are retained in association with the recoded corresponding frames of A_1 and B_1 . I frames of A_0 and B_0 are recoded as I frames of the bitstreams A_1 and B_1 using the same parameters they had in A_0 and B_0 . P and B frames of A_0 and B_0 are recoded as I frames in A_1 and B_1 but their original MPEG parameters are retained. The MPEG parameters are retained in the recoded bitstream A_1 , B_1 as, for example, user data.

- 20 [0035] When an operator decides to splice the recoded bitstreams B_1 and A_1 , the operator operates the switch S2 so that A_1 is routed to a store 12 up to the splice point and B_1 is routed to the store 12 after the splice point, so that store 12 stores the spliced bitstream A_1/B_1 with a splice point between the a frame of A_1 and a frame of B_1 .

[0036] The spliced bitstream A_1/B_1 is decoded to base band and re-encoded in an encoder 4 as a third generation (Gen3) GOP C of the form shown in Figure 7.

- 25 [0037] In a preferred embodiment shown in Figure 6B the bitstreams are stored in respective stores 14 and 16 upstream of the switch S2 before they are spliced. The spliced bitstream A_1/B_1 is stored in another store 12. The stores 14, 16 and 12 may be digital Video Tape Recorders, disc recorders and/or I frame servers for example.

- [0038] Referring to Figure 4 the splice point SPLICE is indicated. At the splice point switch S2 switches from, for example, bitstream A_1 to bitstream B_1 . When the spliced bitstreams are to be re-encoded they are fed to the encoder 4. In the example of Figures 4, 6 and 7, full recoding, that is without re-use of the MPEG parameters, takes place in a transition region beginning on the bitstream A_1 5 frames before the splice point SPLICE. The reason for this will be explained below.

[0039] Before the beginning of the transition region (i.e. more than 5 frames before SPLICE) the bitstream A_1 is recoded reusing the MPEG parameters derived from the original bitstream A_0 .

- 35 [0040] After the splice point SPLICE, the bitstream B_1 is fully recoded for the remainder of the transition period during which VBV_lock is achieved as will be explained below. Once VBV_lock is achieved, recoding of bitstream B_1 continues but with re-use of the MPEG parameters derived from the original bitstream B_0 .

- [0041] The spliced and recoded bitstream C produced by processor P and encoder 4 are fed to a downstream decoder 2 where the bitstream C is decoded for display for example. Downstream decoder 2 may be in, for example, a domestic television receiver. Processor P may be in a studio.

[0042] In Figures 6A and 6B the spliced bitstream A_1/B_1 is stored in the I-frame store 12 before being recoded. A marker marking the splice point is recorded in the bitstream, for example in the user bits.

- [0043] As shown in Figures 1 and 4, for both the first and second examples there is a transitional region which includes the splice point SPLICE during which the occupancy for the bitstream C is controlled to prevent under- and over-flow of the buffer of the downstream decoder 2.

[0044] The methods of control discussed in the following discussion apply equally to both examples. However, it will be appreciated that:

- 50 a) in the first example it is the original bitstreams A_0 and B_0 which are being re-encoded by the encoder 4; whereas
b) in the second example it is the I frame bitstreams A_1 and B_1 which are being re-encoded by the encoder 4.

- [0045] However, the re-encoding of the frames of the bitstreams A_1 and B_1 is dependent on corresponding frames of the bitstreams A_0 and B_0 from which they are derived. Thus, in the following reference is made only to the frames of the original bitstreams A_0 and B_0 . The following discussion applies to the frames of the bitstreams A_1 and B_1 which correspond to the frames of the bitstreams A_0 and B_0 , with the result that the effect of recoding is the same as if the bitstream had not been re-coded as I frames (apart from some losses due to the additional recoding and decoding to and from I frames).

Picture Type Decision

[0046] The splicing of bitstream B_0 to bitstream A_0 disrupts the GOP structure. Thus the following rules are applied.

The bit stream, in this example A_0 , before the splice, is recoded so that:

- (1) the last 'I' or 'P' frame before the splice is converted to 'P';
- (2) if the last frame before the splice is a 'B' frame, it is converted to 'P'.

The bitstream, in this example B_0 , after the splice is recoded so that:

- (3) the first 'I' or 'P' frame after a splice is converted to 'I'; and
- (4) if the first GOP after the splice and after the application of rule (3) contains less than three 'P' frames, the 'I' frame of the subsequent GOP is converted to 'P', thereby changing the length of the GOP. In this example the GOP is lengthened.

[0047] A new transitional GOP begins with an I-frame immediately after the splice, and the new GOP is made longer than preceding (and succeeding) GOPs in the bitstream B_0 . The new GOP is in effect a prediction of where VBV_lock is to be achieved. The application of these rules is shown in Figure 7 at (1), (2), (3) and (4).

[0048] In Figure 7

A is bitstream A_0 ,

B is bitstream B_0 , and

C is the spliced bitstream at output C of encoder 4 as if the picture type decisions have not been made, and

C^1 is the spliced bitstream at output C of encoder 4 with the picture type decisions applied to it.

[0049] By application of rule (2), the 'B' frame of A_0 immediately before the splice is converted to P. By application of rule (1) the I frame of A_0 before the splice is also converted to P.

[0050] By application of rule (3), the first 'P' frame of stream B_0 after the splice is converted to I in stream C^1 .

[0051] By application of rule (4), the GOP of bitstream B_0 after the splice has (after conversion of its first P frame to I) less than 3 'P' frames. Therefore the next 'I' frame is converted to 'P'. Application of these rules gives a GOP which defines a predicted VBV_lock point as will be discussed below.

[0052] Rule 4 may be changed to (4¹).

(4¹) If the first GOP after the splice contains only one 'P' frame, the frame types of the next GOP are altered from 'I' to 'P' and 'P' to 'I' to give two 'P' frames in a GOP. This results in two shorter GOPs between the splice point and VBV_lock.

Processing Order

[0053] Figure 7 shows the frames of the bitstreams in the order in which they are displayed or would be displayed. Figure 8 shows the order in which the frames are processed. For example, referring to Figure 7 (Display Order) frame 0, 1 and 2 of bitstream A are shown in that order. Even though the B frames 0 and 1 would be displayed before I frame 2, they depend on I frame 2 to be decoded. Thus to decode them I frame 2 must precede the B frames as shown in Figure 8. Likewise B frames 3 and 4 of Figure 7 depend on P frame 5 of Figure 7; thus in Figure 8 P frame 5 of Figure 7 becomes P frame 3 preceding the two B frames.

Constant bit rate

[0054] The example of the processor P of Figure 3 or 6A or 6B, has a constant bit rate. The bitstreams A_0 B_0 have a fixed bit rate and the encoder 4 produces at output C a constant bit rate.

Downstream Decoder and Buffer

[0055] The downstream decoder 2 has a buffer 8. The encoding which takes place in encoder 4 of the processor is arranged so that the buffer 8 of the downstream decoder 2 neither underflows nor overflows. *Figures 9, 10 and 11 show the operation of the downstream buffer 8 of the downstream decoder 2.*

[0056] (The encoder 4 has a corresponding buffer and it operates as the inverse of what is shown in Figures 9, 10 and 11.)

[0057] The following are known MPEG rate control parameters.

10 VBV

[0058] VBV is virtual buffer verifier. It is a measure of the number of bits that would be in the downstream buffer 8.

Remain_bit_GOP

15

[0059] This is a target number for the total number of bits for the remainder of the current GOP. At the beginning of a GOP it is a target for the whole GOP. It reduces as the GOP progresses.

Complexity X, constants Kp, Kb and N, Np, Nb

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[0060] N is the number of pictures in a GOP.

[0061] Np is the number of P frames remaining in a GOP.

[0062] Nb is the number of B frames remaining in a GOP.

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[0063] Kp and Kb are 'universal' estimates dependent on quantisation matrices. They (indirectly) define the relative sizes of I, P and B frames.

[0064] Xi, Xp, Xb are "complexity measures" for I, P and B frames.

[0065] These parameters are used in a known manner to distribute the bits of a GOP amongst I, P and B frames.

[0066] They are further explained in "Test Model 5" published by "International Organisation for Standardisation Organisation Internationale De Normalisation Coded Representation of Picture and Audio Information ISO/IEC JTC1/SC29/WG11/N0400".

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Achieving VBV_Lock

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[0067] As discussed above, the downstream buffer must neither underflow nor overflow. In MPEG-2 the buffer is normally kept approximately half-full. A discontinuity in the bit stream can make the buffer underflow or overflow. VBV is the measure of buffer occupancy.

[0068] Figures 9, 10 and 11 show, as an extreme case, buffer occupancy VBV for two bitstreams A₀ and B₀. A₀ has a typical occupancy and B₀ has unusually high occupancy.

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[0069] In the situation where the bitstream begins with A with typical occupancy, and B with high occupancy is spliced onto A at the splice point, it is necessary to provide, after the splice point, a transitional GOP or GOPs which:

a) provides continuity, albeit changing, of VBV occupancy; and

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b) changes the VBV occupancy from the value of stream A just before the splice to a target value which is the value of VBV for stream B.

[0070] As shown in Figures 9, 10 and 11, the VBV of bit stream C begins identical to A, then changes progressively towards the VBV of B.

[0071] The point at which the VBV occupancy of C becomes identical to that of stream B is the VBV_lock point.

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[0072] As mentioned above Figures 9, 10 and 11 show occupancy of the downstream buffer 8. To achieve VBV_lock the encoder 4 is controlled as follows.

Methods of Achieving VBV Lock

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a) Picture Decision Rules

[0073] The methods use the picture decision rules (1) to (4) above.

b) Complexity

[0074] For the system of Figure 3 stream A is decoded and re-encoded before the splice. Thus encoding occurs with complexity values appropriate to stream A. However, these values are not appropriate for stream B. Thus before the splice, complexity values X_I , X_P , X_B of the I, P and B frames of stream B immediately before the splice are calculated based on

$$X = S.Q$$

10 where

X = complexity value

S = number of bits generated by encoding picture

15 Q = average quantisation parameter of all macroblocks in a picture.

[0075] $X = S.Q$ is a standard equation for rate control in MPEG.

[0076] For the system of Figure 6, because the bitstreams to be spliced A_I and B_I comprise only I-frames, the complexity estimates are derived as follows:

a) for P and B frames from the first generation transcoding parameters (which have been retained in association with the frames) of the I frames of the bitstream B_I after the splice point; and

25 b) for the I-frames from any I-frame of stream B_I after the splice point. Preferably, the I-frame chosen is one which will be recoded as an I-frame in stream C.

[0077] These frames may be available at the splice point due to the 3-frame re-ordering delay. Otherwise a 3-frame delay may be provided.

30 [0078] In both systems, at the splice point these complexity values replace the existing values (of stream A). So after the splice complexity values appropriate to stream B are used. As discussed above, in the system of Figure 6, the complexity values are derived from the stream B after the splice point.

[0079] The complexity values control the distribution of bits amongst I, P and B frames. Achieving good subjective quality is dependent on the complexity values..

c) Virtual Buffers Modification

[0080] The virtual buffers are used to calculate the reference Q scale for each macroblock. Improvement in quality can be gained by setting the virtual buffers to estimated stream B values at the splice point. This ensures that the resulting Q scales are similar to those used in stream B in the previous generation, instead of continuing with stream A Q scales.

[0081] For the system of Figure 3 stream B virtual buffer values are estimated for the last I, P and B frames before the splice point, based on Q.

[0082] For the I frame, the value is calculated as:

$$\text{estimated_buf_i} = (Q * \text{bit_rate}) / (31 * \text{frame_rate}).$$

[0083] Q is the average quantisation parameter.

[0084] This value is then forced at the splice point.

50 [0085] This is also done for the P and B virtual buffers in same way.

[0086] For the system of Figure 6 because the bitstreams to be spliced A_I and B_I comprise only I-frames, the virtual buffer estimates are derived using the value estimated_buf_i set out above but deriving its value as follows:

55 a) for P and B frames from the first generation transcoding parameters (which have been retained in association with the frames) of the I frames of the bitstream B_I after the splice point; and

b) for the I-frames from any I-frame of stream B_I after the splice point. Preferably, the I-frame chosen is one which will be recoded as an I-frame in stream C.

[0087] The frames are available because they are stored, for example for the purpose of reordering the frames.

[0088] The encoding in encoder 4 is controlled in accordance with Remain_bit_GOP, between splice and VBV_lock so that the occupancy of the downstream buffer 2 follows a continuous but changing trajectory from before the splice at bitstream A occupancy to VBV_lock at the bitstream B occupancy. The control is also used to force the complexity and virtual buffers as described above. The control which does that is a 'rate control' and is known in for example from the paper "Test Model 5" mentioned above.

d) Adjust Remain_bit_GOP.

10 [0089] In order to increase occupancy of the downstream buffer as shown in Figure 9, the buffer in the encoder is controlled in accordance with Remain_bit_GOP to output pictures with smaller numbers of bits, so that its occupancy decreases. Pictures with smaller numbers of bits are produced by increased compression/coarser quantisation.

[0090] If the trajectory is from high occupancy of the downstream buffer to lower occupancy of the downstream buffer, the encoder is controlled in accordance with the higher Remain_bit_GOP to increase occupancy of its buffer, producing larger pictures by less compression/finer quantisation.

Remain_bit_GOP is the target for the number of bits remaining in the GOP.

[0091] The length of the transitional GOP is known from the result of adjusting the GOP length using the picture decision rules (1) to (4) above.

[0092] Remain_bit_GOP is adjusted in the following way. It is reduced after every frame by the number of bits used to encode that frame as is normal in MPEG2. In addition referring to Figures 12 A, B and C, it is updated at the start of the transitional GOP and on every I or P frame therein as described with reference to Figures 12 A to C.

[0093] At the splice point, Remain_bit_GOP is set to the normal allocation of bits for the transitional GOP defined by the picture decision rules, the allocation being preferably reduced by the factor α , a variable carry_over is set to zero and a variable reduction_carry is set to zero. [Step S1]. (Carry_over is a positive value of VBV_diff averaged over the remaining I and P frames of the GOP and reduction_carry is the excess of VBV_diff over the reduction_limit)

[0094] A variable Reduction_limit is initially set to

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$$\text{minus} (\text{bitrate} * \text{remain_num_total} * \text{max_red_}\%) / (\text{frame_rate})$$

where

remain_num_total is the number of frames remaining in the GOP, and

35 max_red_% is a number chosen empirically representing the desired maximum reduction in bit rate allowed during the transitional GOP. [StepS2]. Reduction_limit represents the maximum amount by which the bit rate may be reduced at any update on an I or P frame.

[0095] VBV_diff for the start of the transitional GOP is calculated as

$$(\text{VBV_C_splice}) - (\text{VBV_B_next_I or P})$$

i.e. as the difference between the VBV value of bit stream C at the splice point and the VBV value of the bitstream B at the immediately following I or P frame. [Step S31].

45 [0096] It is to be appreciated that reduction_limit is a *negative number* in this example. Also steps S1, S2 and S31 set up initial values used only at the start of the transitional GOP.

[0097] Referring to step S4, step S4 determines whether the initial value of VBV_diff at the start of the GOP is positive or negative as calculated by step S31. If the update is taking place on an I or P frame *not at the start of the GOP* then VBV_diff is calculated by step S32 as

$$\text{VBV_diff} = (\text{VBV_B_Current I or P}) - (\text{VBV_B_next I or P}) + \text{reduction_carry}.$$

[0098] That is VBV_diff is updated by the difference between the current VBV value of the bitstream B and the next VBV_value (on an I or P frame) plus any reduction_carry.

55 [0099] Updates then take place in the following way which applies equally to the start of the GOP and to subsequent updates on an I or P frame.

VBV_diff positive at Step S4. (See Figure 12B)

[0100] If VBV_diff is positive, then step S5 increments the variable carry_over by

$$(VBV_diff) / (\text{number of I or P frames remaining in the GOP})$$

and step S6 increments Remain_bit_GOP by carry_over. Thus steps S5 and S6 average positive values of VBV_diff over the remaining I and P frames in the GOP. On each occasion there is a positive VBV_diff Remain_bit_GOP is incremented by carry_over.

[0101] Step S7 sets reduction_limit to:

$$(\text{Reduction_limit} - \text{carry_over}) * (\text{next_remain_num_total}) / (\text{remain_num_total})$$

where next_remain_num_total is the number of frames remaining in the GOP at the next update (at an I or P frame) including the next I or P frame and remain_num_total is the number of frames remaining in the GOP including the current frame. That is the negative value reduction_limit is *increased* by carry_over because the positive change in Remain_bit_GOP allows a bigger change in VBV at a subsequent update.

[0102] Step S8 sets reduction_carry to zero: reduction_carry is recalculated at each update on an I or P frame to avoid accumulation of its values.

VBV_diff negative at Step S4. (See Figure 12B).

[0103] If VBV_diff is negative at step S4, then at step S10, the variable carry_over (which is the cumulative averaged positive value of VBV_diff from previous updates calculated at step S5) is added to VBV_diff to produce a new value of VBV_diff. That is carry_over is added to VBV_diff to make it less negative thus allowing a correspondingly bigger change to occur in Remain_bit_GOP because more bits are available. The result as tested at step S11 is that the new value of VBV_diff may be more or less negative than reduction_limit which is the maximum change allowed in Remain_bit_GOP.

[0104] If the new value of VBV_diff is more negative than reduction_limit then Remain_bit_GOP is reduced by reduction_limit [step S15]. Reduction_carry is calculated at step S16 as the excess of the new value of VBV_diff over the reduction_limit. Once reduction_limit has been exceeded in the GOP it is set to zero at step S17.

[0105] If the new value of VBV_diff is less negative than reduction_limit then at step S12 Remain_bit_GOP is changed by the value of VBV_diff. It will be appreciated that the new value of VBV_diff could be positive or negative in this case. If VBV_diff is positive Remain_bit_GOP is increased by VBV_diff and if VBV_Diff is negative Remain_bit_GOP is reduced by VBV_diff.

[0106] At step S13, the reduction_limit is set to:

$$(\text{reduction_limit} - \text{VBV_diff}) * (\text{next_remain_num_total}) / (\text{remain_num_total})$$

where next_remain_num_total and remain_num_total are as defined for step S7. That is reduction_limit is:

reduced (i.e. made *less* negative) as the GOP progresses if VBV_diff is negative because fewer bits are available in the GOP; and (subject to the scaling effect of (next_remain_num_total) / (remain_num_total) increased (i.e. made *more* negative) if VBV_diff is positive because more bits are available in the GOP.

[0107] Reduction_carry is set to zero at step S14 for the same reason as at step S8.

[0108] The algorithm then proceeds to the next I or P update at step S9. If at step S18 the end of the transitional GOP as determined by the picture decision rules has not occurred then the procedure returns to step S32 and repeats until the end of the transitional GOP.

[0109] At the end of the GOP, step S19 determines whether reduction_carry is more negative than a threshold value reduction_carry threshold. It will be appreciated that this will occur only if VBV_diff is more negative (after any positive offsetting by the cumulative value carry_over) than reduction limit.

[0110] Reduction_carry less negative than the threshold indicates that VBV_lock can be achieved using stuffing bits as at step S22. The next GOP is then started with reuse of the transcoding parameters to maintain picture quality.

[0111] Reduction_carry more negative than the threshold indicates that VBV_lock has not been achieved and a new transitional GOP is started but with reuse of the I frame transcoding parameters and recoding of P and B frames. [Step S20]. For the new transitional GOP the following variables are set to initial values at the start of the GOP:

[0112] Remain_bit_GOP is set to its normal allocation. The length of the GOP is not determined by the picture

decision rules but is determined as the normal length for a GOP. Carry_over is set to zero. Reduction_limit is set to $\text{minus}(\text{bitrate} * \text{remain_num_total} * \text{max_red_}) / (\text{frame_rate})$.

[0113] The value of reduction_carry from the previous GOP is carried over to the new GOP.

[0114] The procedure of updating Remain_bit GOP of steps S32 and S4 to S18 starts again until the occupancy of the transitional GOP equals that of the bitstream B. Preferably, the new transitional GOP reuses transcoding parameters for its I frames.

[0115] In one version, the threshold is set at zero. If reduction_carry is zero, the transitional GOP ends because VBV_lock is deemed to have occurred. If reduction_carry is not zero, full recoding continues in another GOP, which is a normal long GOP but according to the procedure of Figure 12 until VBV_lock is achieved.

[0116] In another version, the threshold is set to a value K%. If reduction_carry is less than K then any difference between the VBV of the transitional GOP and the bitstream B are small and are made up with stuffing bits. The spare stuffing bits are from the allocation of spare bits provided by reducing the normal allocation for Remain_bit GOP by the factor α at the beginning of the GOP. The threshold K % is of the normal bit allocation for a long GOP. K may be in the range 0% to 8%, preferably about 5%. The maximum_reduction_percentage may be 25%.

[0117] The application of the reduction_limit ensures that during the transitional GOP the bit rate does not go below a predetermined minimum rate or equivalently the rate of change of occupancy does not exceed a predetermined maximum rate. Dividing positive changes in Remain_bit GOP over the remainder of the I and P frames in the GOP tends to even out the changes in Remain_bit GOP over the GOP. If VBV_diff is negative, but does not exceed the reduction limit, the limit is progressively reduced as the GOP proceeds. Thus the maximum change allowed reduces preventing disproportionately large changes in Remain_bit GOP at the end of the GOP. The method of Figure 12 allows the transition region beginning just before splice and ending at VBV_lock to be varied in length as necessary (as determined by reduction_limit) so as to efficiently achieve VBV_lock.

VBV_Lock point

[0118] The period over which VBV_lock is predicted to be achieved is one (or more) GOP albeit a GOP the length of which may have been changed by the picture type decision rules. In this example it is about 30 frames.

[0119] Referring to Figures 2, 3, 4, 5 and 6, assume lock is achieved at I-frame 52 in display order (Figure 4). In fact the VBV lock is achieved in the processing order so that it occurs at reordered I frame 50 (Figure 5). The following B frames 51 and 52 in Figure 5 are fully recoded frames from prior to VBV_lock and disturb the lock. Thus the spare bits are used at the second B frame 52 to stuff the bitstream to achieve exact lock.

[0120] If the factor α is zero, then no spare bits are available so the system attempts to achieve exact lock at the I frame immediately after the end of the transitional GOP. Rate control under or over steers producing usually too many bits. Even if exact lock is achieved, at the I frame, lock is disturbed at the B frames. So, Remain_bit-GOP is reduced by the factor α so rate control oversteers so that spare bits are available at the end of the GOP. The spare bits are used to achieve exact lock at the second B frame.

[0121] The I-frame 50 is processed by reusing its parameters derived from the original bitstream B₀. In the system of Figure 6, after the fully recoded B frames 51 and 52, re-use of parameters resumes. In the system of Figure 3, the recoding with reuse resumes until the original bitstream is directed directly to the output of the processor bypassing the decoding and re-coding.

Motion Vectors

[0122] Motion vectors are regenerated for the transitional GOP. Alternatively motion vectors could be estimated from vectors in neighbouring frames.

Bit growth on frames outside transition region

[0123] In the system of Figure 6, the VBV values of the recoded frames are only approximately the same as their original forms because the number of bits may shrink or grow in the course of decoding and recoding.

[0124] The frames outside the transition region are originally encoded as long GOPs, decoded to baseband recoded as I frames, decoded to baseband and recoded as log GOPs. In these processes, the transcoding parameters of the original encoding are re-used to maintain maximum quality. However the DCT and inverse DCT (IDCT) processes are not transparent, i.e. errors occur. In addition, the original baseband is not the same as the decoded I frames due to quantization effects. As a result the number of bits in the frames can shrink or grow. If the shrinkage or growth is large enough the buffers may over-or under-flow. Thus, the frames are monitored.

[0125] If excessive shrinkage occurs bit stuffing is used. If excessive growth occurs; frames are recoded. The bit stuffing and recoding is used to maintain occupancy within normal MPEG2 limits. Preferably recoding reuses the trans-

coding parameters of the I frames to maintain picture quality.

Claims

1. A signal processor for splicing a compressed bitstream B_0 to a compressed bitstream A_0 , comprising
 - means (1, 2) for decoding the bitstreams A_0 and B_0 , switching means (S2) coupled to the decoding means (1, 2) for producing a spliced bitstream C, comprising data from bitstream B_0 spliced to data from bitstream A_0 at a splice point (SPLICE)
 - encoding means (4) for re-encoding the spliced bitstream C for supply to a downstream decoder (2) having a downstream buffer, wherein the encoding means (4) is controlled over a transitional region so that the occupancy of the downstream buffer varies over the transitional region from the occupancy of bitstream A_0 to the occupancy of bitstream B_0 according to a trajectory in which the rate of change of occupancy is limited to a predetermined maximum rate.
2. A processor according to claim 1, wherein the occupancy within the transitional region is changed at predetermined intervals.
3. A processor according to claim 2, wherein the change at each interval is limited to a predetermined maximum amount.
4. A processor according to claim 1, 2 or 3 wherein the compressed bitstreams A_0 and B_0 are compressed video bitstreams.
5. A processor according to claim 4, wherein the bit streams are compressed according to MPEG2.
6. A processor according to claim 1, 2, 3, 4 or 5, wherein the switching means (S2) supplies to the encoding means a spliced bitstream C comprising decoded bitstream B_0 spliced to decoded bitstream A_0 (Figure 3).
7. A processor according to claim 6, wherein the bitstreams comprise Groups of Pictures (GOPs) having at least I and P frames, wherein the transitional GOP is produced by recoding the bitstream B_0 after the splice to form the bitstream C so that the bitstream C has
 - a) an I frame at the beginning of the transitional GOP following the splice point, and, in addition to the said I frame,
 - b) at least three P frames.
8. A processor according to claim 6 or 7, wherein the transitional region comprises a portion before the splice point produced by modifying stream A_0 to form the re-encoded stream C so that
 - c) the last 'I' or 'P' frame before the splice point is converted to P, and
 - d) if the last frame of bitstream A before the splice is a 'B' frame, it is converted to P.
9. A processor according to claim 6, 7 or 8, wherein the transcoding parameters of at least the I frames of the bitstreams A_0 and B_0 are reused when recoding the corresponding frames of the bitstream C at least outside the transition region.
10. A processor according to claim 9, wherein the transcoding parameters of all frames of the bitstreams A_0 and B_0 are reused when recoding the corresponding frames of the bitstream C outside the transition region.
11. A processor according to claim 1, 2, 3, 4 or 5, further comprising means (8, 10) for re-encoding the decoded bitstreams A_0 and B_0 as bitstreams A_1 and B_1 respectively comprising only I frames, the encoding means (4) re-encoding the bitstreams A_1 and B_1 to form the spliced re-encoded bitstream C.
12. A processor according to claim 11, wherein the bitstreams comprise Groups of Pictures (GOPs) having at least I and P frames, wherein the transitional GOP is produced by recoding the bitstream B_1 after the splice to form the bitstream C so that the bitstream C has

- a) an I frame at the beginning of the transitional GOP following the splice point, and, in addition to the said I frame,
- b) at least three P frames.

5 13. A processor according to claim 11 or 12, wherein the transitional region comprises a portion before the splice point produced by modifying stream A_1 to form the re-encoded stream C so that referring to the frames of bitstream A_0 corresponding to the frames of bitstream A_1

- c) the last 'I' or 'P' frame before the splice point is converted to P, and
- 10 d) if the last frame of bitstream A_0 before the splice is a 'B' frame, it is converted to P.

14. A processor according to claim 11, 12 or 13, wherein the transcoding parameters of at least the I frames of the bitstreams A_0 and B_0 are reused when recoding the corresponding frames of the bitstream C at least outside the transitional region.

15 15. A processor according to claim 14, wherein the transcoding parameters of at least the I frames of the bitstreams A_0 and B_0 are reused when recoding the corresponding frames of the bitstream C at least outside the transition region.

20 16. A processor according to any one of claims 6 to 15, wherein the encoding means (4) calculates for the transitional GOP after the splice point a target number of bits Remain_bit_GOP for the GOP, and controls the occupancy of the downstream buffer by bitstream C within the transitional GOP in dependence upon Remain_bit_GOP and limits the rate of change of occupancy of said downstream buffer to the said predetermined maximum rate.

25 17. A processor according to claim 16, wherein Remain_bit_GOP is recalculated at regular intervals.

18. A processor according to claim 17, wherein the said regular intervals are every 3 frames, at frames of the transitional GOP corresponding to I frames and/or P frames of the bitstream B_0 after the splice.

30 19. A processor according to claim 18, wherein at the beginning of the transitional GOP, Remain_bit_GOP is calculated as an initial value which is the normal allocation of bits calculated for the transitional GOP.

20. A processor according to claim 19, wherein at the beginning of the transitional GOP, the normal allocation is reduced by a factor α where α is less than one.

35 21. A processor according to claim 19 or 20, wherein the a value VBV_diff is calculated in respect of the splice point where VBV_diff is dependent on the difference between the values of occupancy of stream C at the splice point and the occupancy of bitstream B_0 at a frame adjacent the splice point.

40 22. A processor according to claim 21, wherein subsequently at the said regular intervals the value VBV_diff is dependent on the difference between the occupancy of bitstream B at the current frame of the transitional GOP and the occupancy of bitstream B_0 at the next interval is calculated.

45 23. A processor according to claim 21 or 22, wherein if VBV_diff is positive Remain_bit_GOP is incremented at each recalculation thereof by a value carry_over = (VBV_diff)/(number of recalculation intervals remaining in the GOP).

24. A processor according to claim 23 wherein carry_over is added to VBV_diff on each recalculation of VBV_diff.

50 25. A processor according to claim 21, 22, 23 or 24, wherein if VBV_diff is negative, but is not more negative than a limit value, then Remain_bit_GOP is reduced by VBV_diff.

26. A processor according to claim 25, wherein the limit value is reduced by a value proportional to VBV_diff..

27. A processor according to claim 26, wherein the limit value is reduced by VBV_diff * R, where R is a predetermined value less than one.

55 28. A processor according to claim 27, wherein R is number of recalculation intervals remaining in the GOP divided by the total number of recalculated intervals in the GOP.

29. A processor according to claim 24, 25, 26, 27 or 28, wherein if VBV_diff is more negative than the limit value, Remain_bit_GOP is reduced by the limit value.

30. A processor according to claim 29, wherein a value reduction_carry equal to the excess of VBV_diff over the limit value is calculated.

31. A processor according to claim 25, wherein once reduction_limit exceeds the limit value, the limit value is set to zero for the remainder of the transitional GOP.

32. A processor according to claim 28, 29 or 31, wherein if the value of reduction_carry at the end of the transitional GOP is greater than a threshold value, then in the following GOP the occupancy of the downstream buffer is controlled in dependence upon Remain_bit_GOP until the value of reduction_carry equals or is less than the threshold value.

33. A processor according to claim 32, wherein the said threshold is zero.

34. A processor according to claim 32, wherein the said threshold is

$K \cdot (\text{normal allocation of bits in a GOP}), \text{ where } 0 < K < 1.$

35. A processor according to claim 34, wherein $0 < K < 0.1$, preferably 0.01.

36. A processor according to claim 32, 33, 34 or 35, wherein if reduction_carry is less than the threshold but the occupancy of bitstream C does not equal that of B, additional bits are added to C to achieve equality.

37. A signal processor for splicing a compressed bitstream B to a compressed bitstream A, each bitstream comprising groups (GOPs) of I, and P and/or B frames comprising

means (1, 2) for decoding the bitstreams A_0 and B_0 ,

switching means (S2) coupled to the decoding means (1, 2) for producing a spliced bitstream C, comprising data from bitstream B_0 spliced to data from bitstream A_0 at a splice point (SPICE), and

encoding means (4) for re-encoding the spliced bitstream C for supply to a downstream decoder (2) having a downstream buffer, wherein

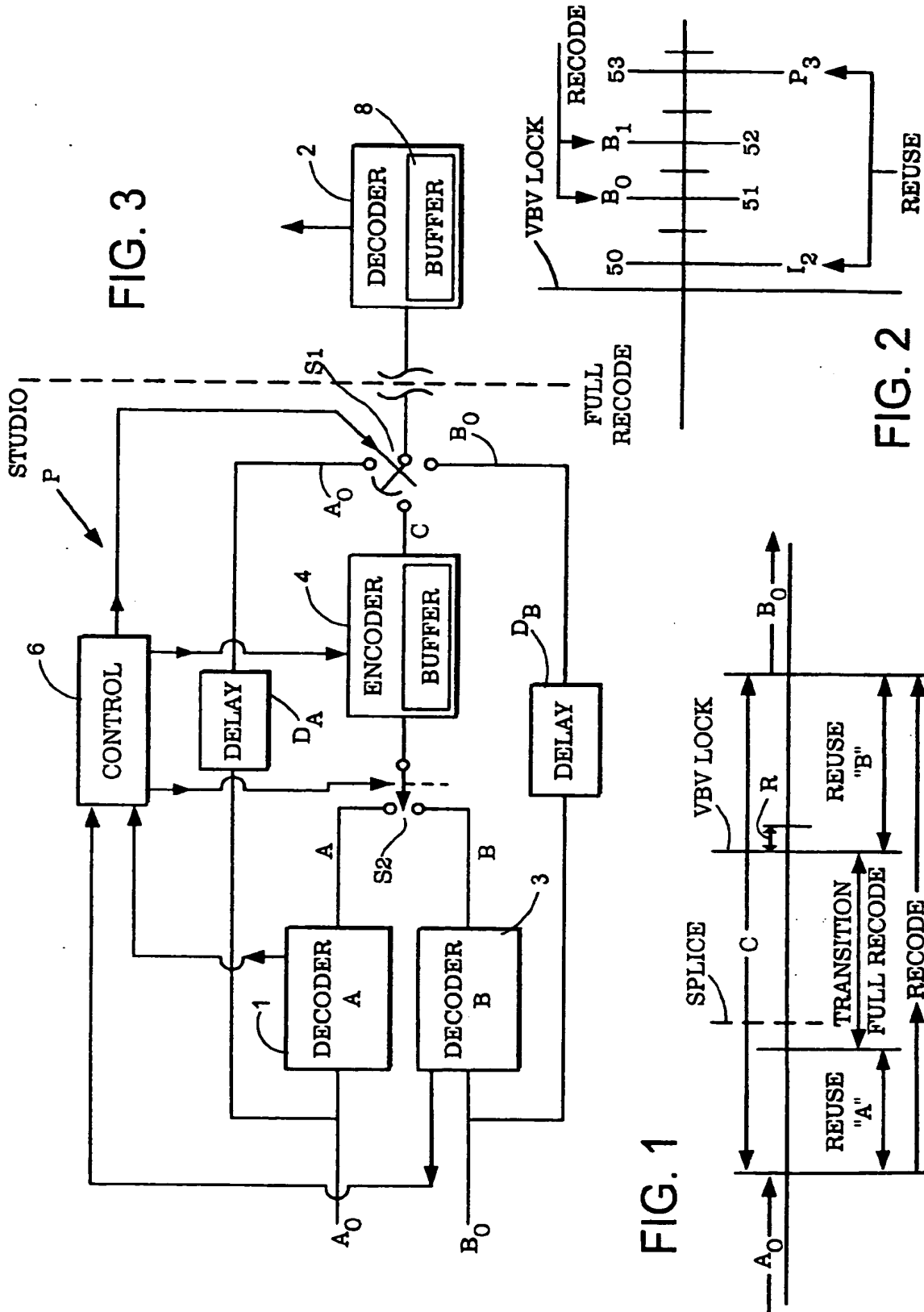
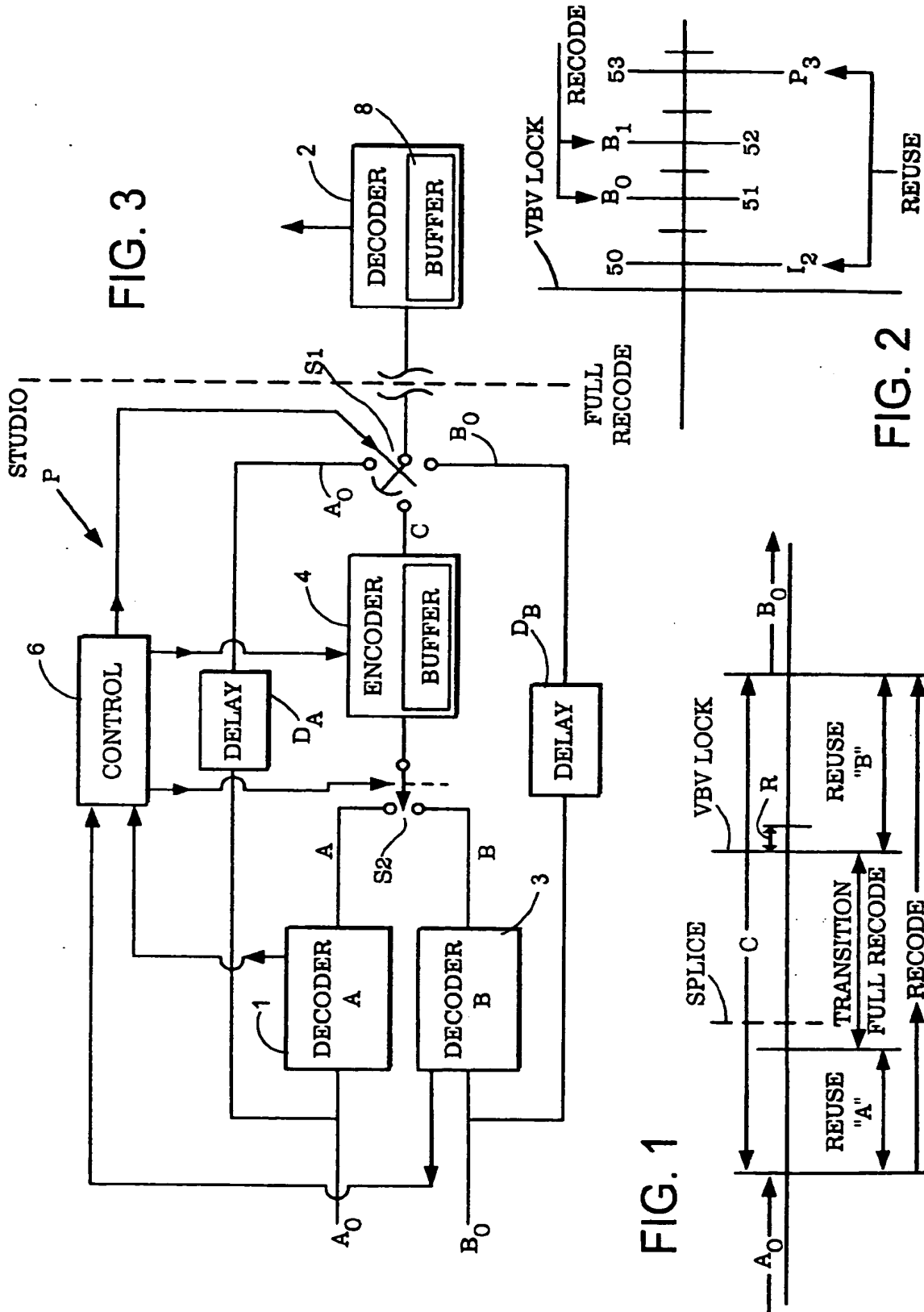
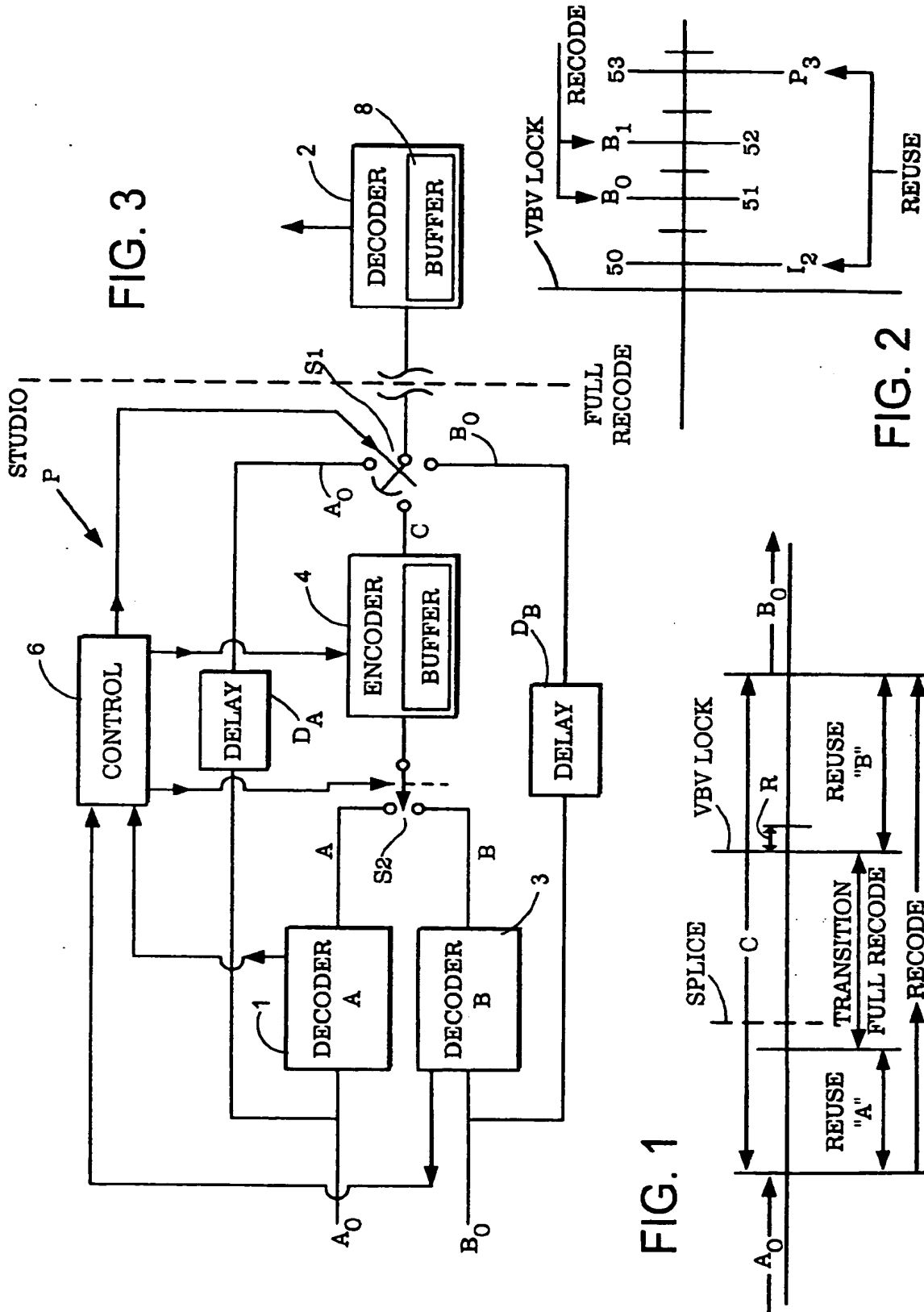
the encoding means (4) is controlled over a transitional region so that the occupancy of the downstream buffer varies over the transitional region from the occupancy of bitstream A_0 to the occupancy of bitstream B_0 , the transitional region includes a transitional GOP extending from the splice point and of a length which is an initial prediction of the point in stream B at which the occupancy of stream C equals that of stream B, and occupancy is changed at regular intervals in the GOP according to a trajectory so as to make the occupancy of stream C equal to that of stream B by the end of the GOP,

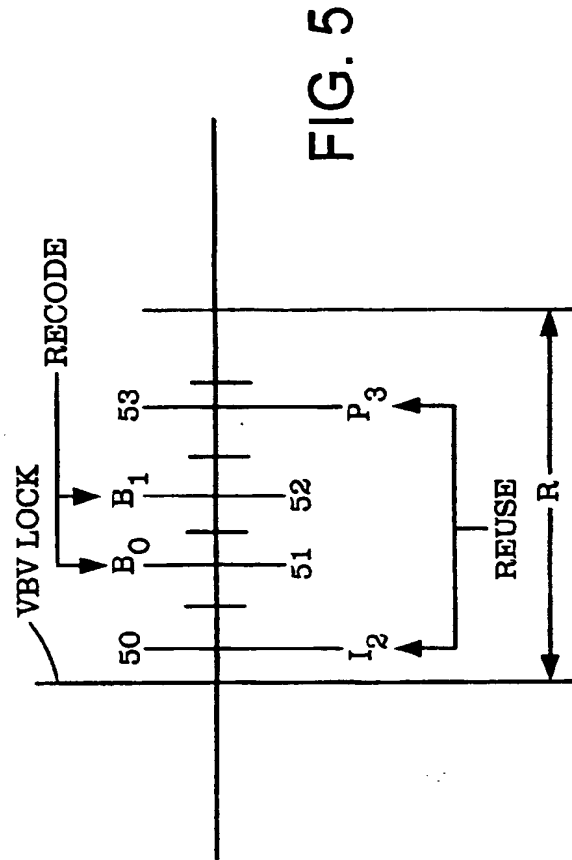
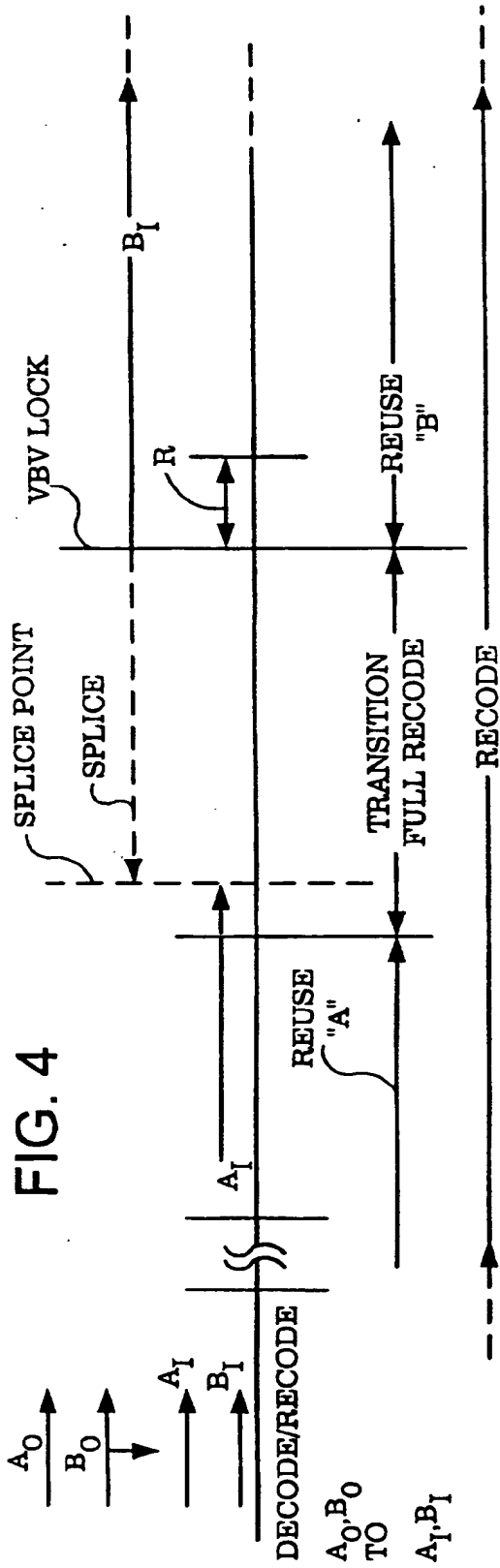
a limit is applied to a change according to the trajectory which increases occupancy, and the amount by which the change would exceed the limit (if it were not limited) is compared at the end of the GOP with a threshold and, if it exceeds the threshold, the transitional region is extended.

38. A system according to claim 37, wherein the limit is progressively reduced as the GOP progresses.

39. A system according to claim 38, wherein the limit is progressively reduced provided it is not exceeded.

40. A system according to claim 37, 38 or 39, wherein a change which reduces occupancy at one of the said intervals is averaged over the remainder of the GOP.





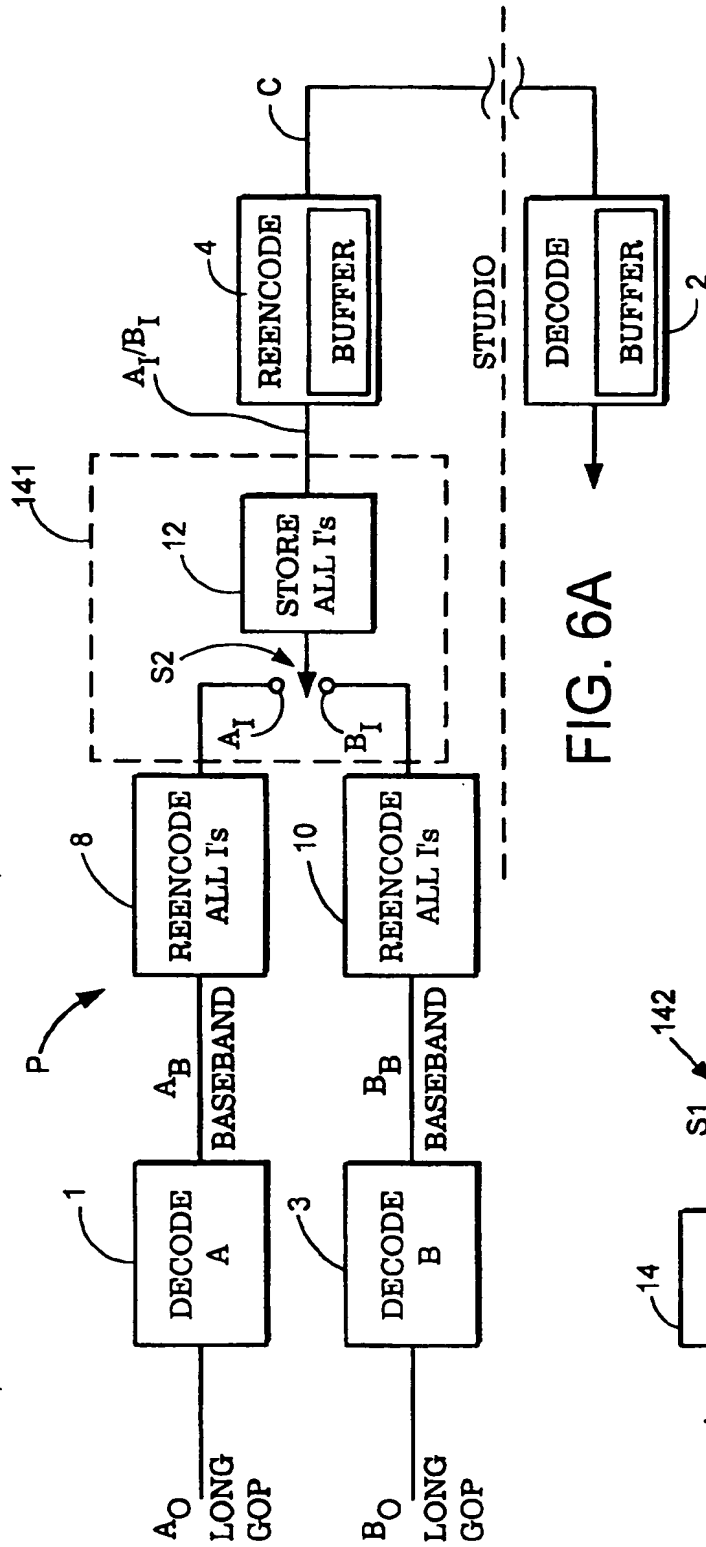


FIG. 6A

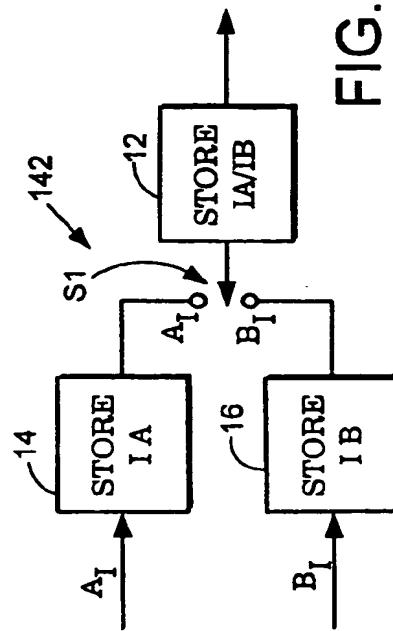


FIG. 6B

FIG. 7

DISPLAY ORDER, SHOWING PICTURE TYPE DECISIONS

FRAME No.:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
STREAM A ₀ :	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P
STREAM B ₀ :	•	•	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B
STREAM C:	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P
STREAM C':	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P

SPLICE POINT

FRAME No.:	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
STREAM A ₀ :	B	B	I	B	B	I	(P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	P)
STREAM B ₀ :	B	P	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B
STREAM C:	B	B	I	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	P	B
STREAM C':	B	B	P	B	P	I	B	B	P	B	B	P	B	B	P	B	B	P	B	B	P	B	P	B

(1) (2)

(3)

(4)

FRAME No.: 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71
 (STREAM A₀: B B I B B P B B P B B P B B I B B P B B P B B P B P)
 STREAM B₀: B P B B I B B P B B P B B P B B I B B P B B P B P B
 STREAM C: B B I B B B B P B B P B B P B B I B B P B B P B P B
 STREAM C': B B P B P B B I B B P B B P B B P B B P B B P B P B

VBV LOCK

FRAME No.: 72 73
 STREAM A₀: • •
 STREAM B₀: B P
 STREAM C: B P
 STREAM C': B P

- = REUSE
 * = RECODE (TRANSITION PERIOD)

STREAM C' = FINAL STREAM C (AFTER PICTURE TYPE DECISIONS)
 (1), (2), (3), (4) = PICTURE TYPE DECISIONS MADE AT THESE FRAMES

FIG. 7 CONT'D

FIG. 8

PROCESSING ORDER, AS SHOWN ON VBV OCCUPANCY GRAPHS

FRAME No.:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
STREAM A:	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P	B	B
STREAM B:	•	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P	B
STREAM C':	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P	B	B

DISP C' :	2	0	1	5	3	4	8	6	7	11	9	10	14	12	13	17	15	16	20	18	19	23	21	22

SPLICE POINT

FRAME No.:	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
STREAM A:	I	B	B	P	B	(B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P	B	B
STREAM B:	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P
STREAM C':	P	B	B	P	B	I	B	B	P	B	B	P	B	B	P	B	B	P	B	B	P	B	B	P

DISP C' :	26	24	25	28	27	31	29	30	34	32	33	37	35	36	40	38	39	43	41	42	46	44	45	49

FRAME No.:	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71
STREAM A :	(I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P	B	B)
STREAM B :	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P
STREAM C' :	B	B	I	B	B	P	B	B	P	B	B	P	B	B	I	B	B	P	B	B	P	B	B	P

DISP C' :	47	48	52	50	51	55	53	54	58	56	57	61	59	60	64	62	63	67	65	66	70	68	69	73

VBV LOCK

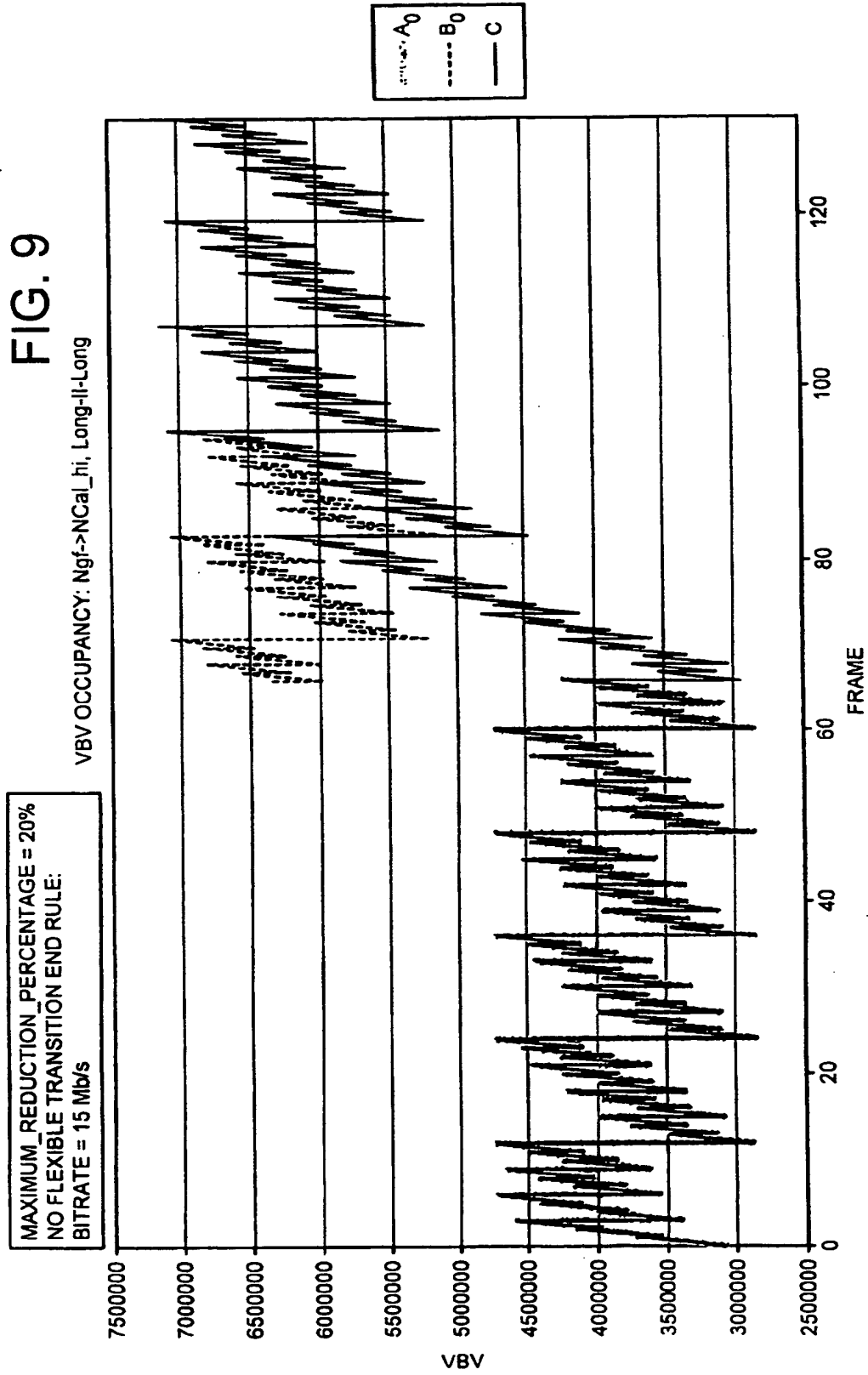
FRAME No.:	72	73
STREAM A :	•	•
STREAM B :	B	B
STREAM C' :	B	B

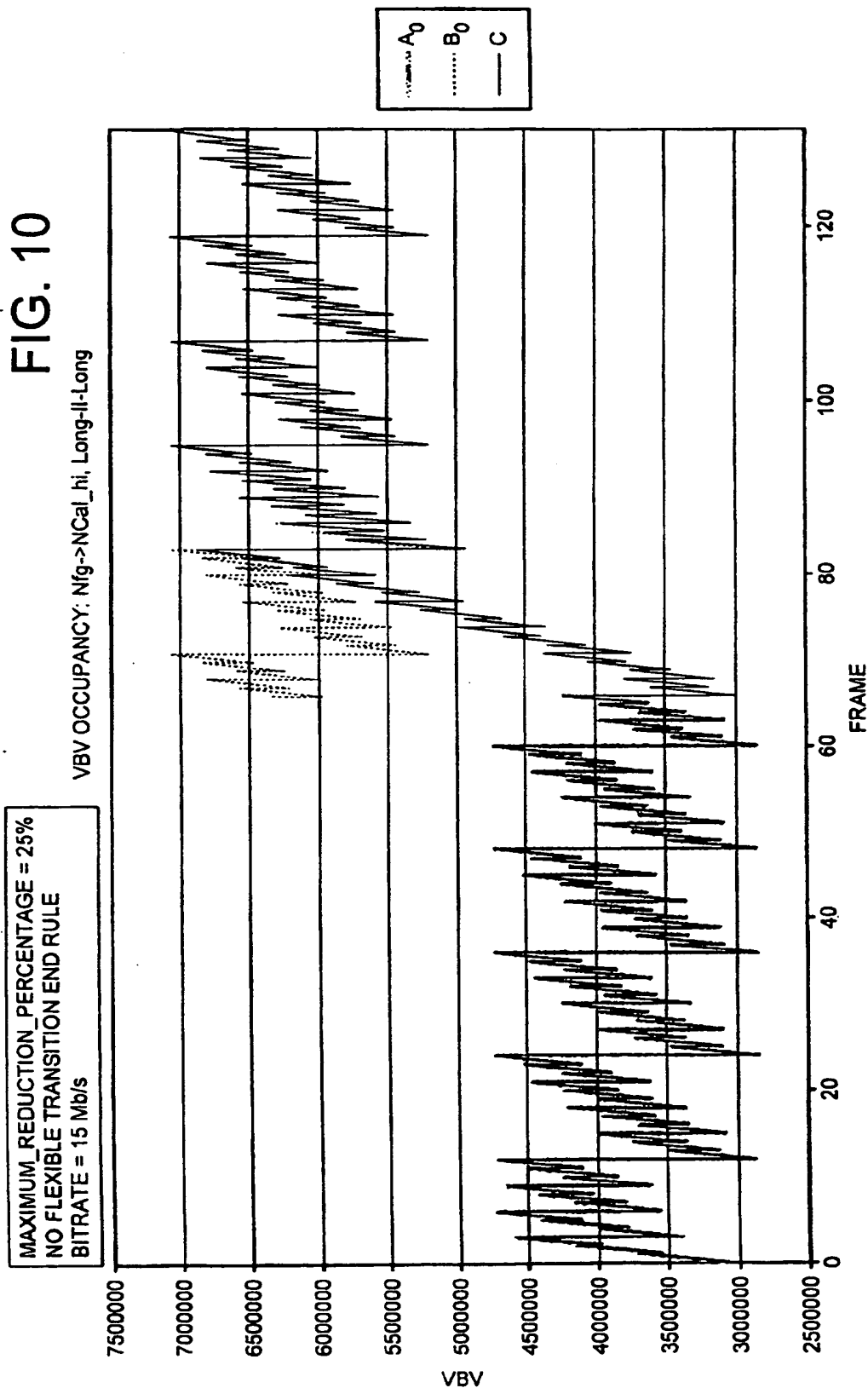
DISP C :	71	72

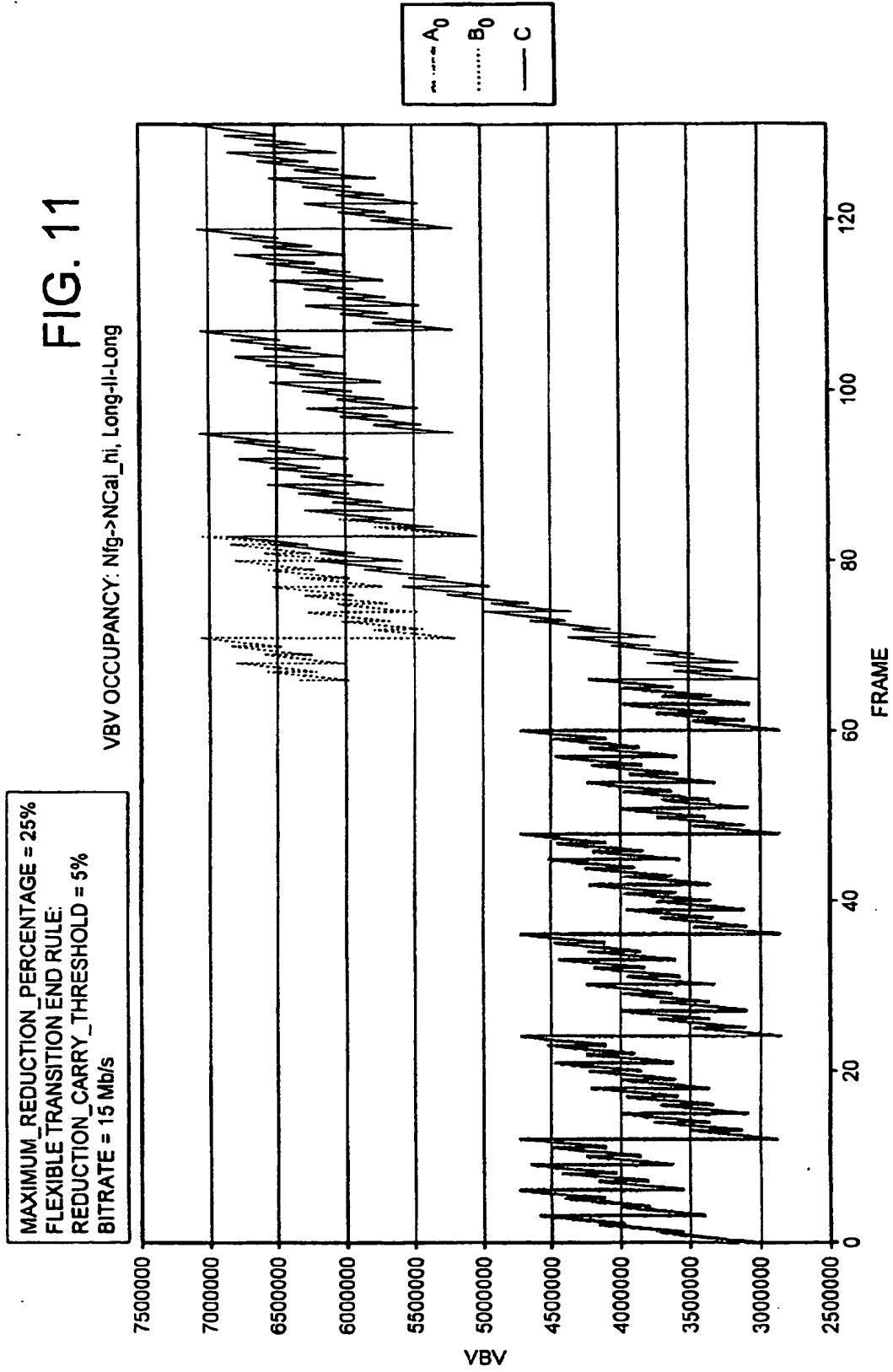
- = REUSE
* = RECODE (TRANSITION PERIOD)

FRAME No. = PROCESSING ORDER FRAME No.
DISP C' = DISPLAY ORDER FRAME No. FOR STREAM C

FIG. 8CONT'D







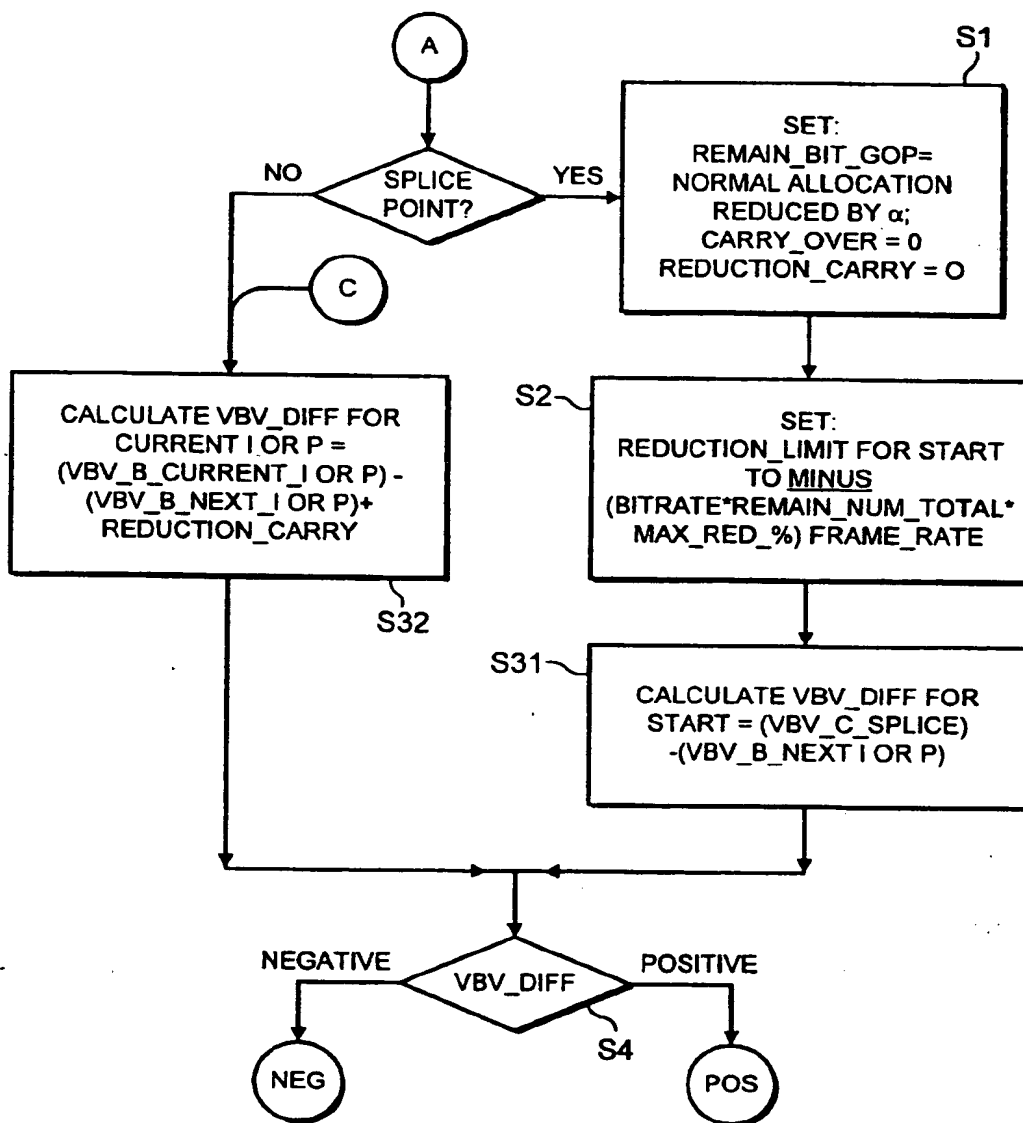


FIG. 12A

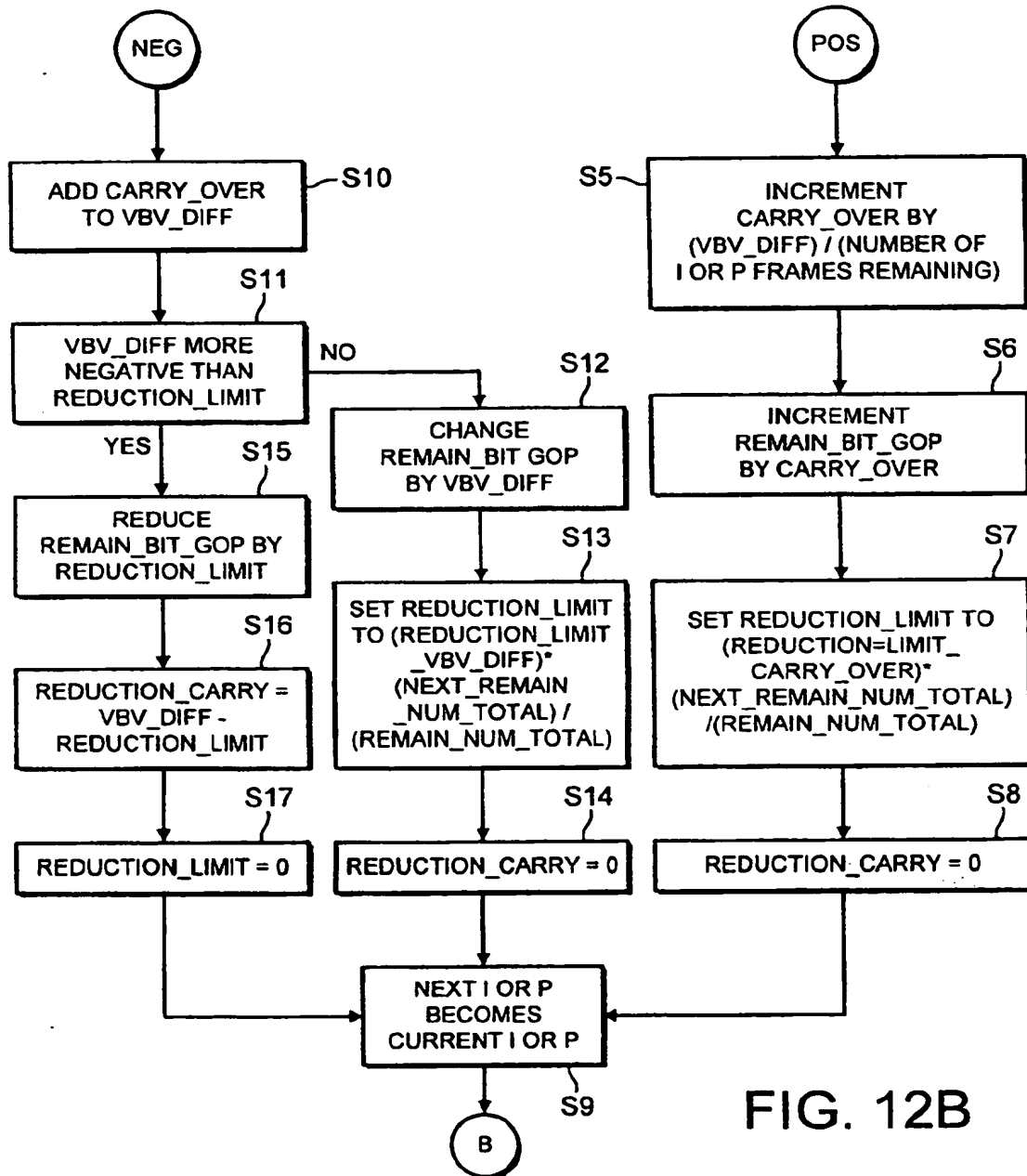


FIG. 12B

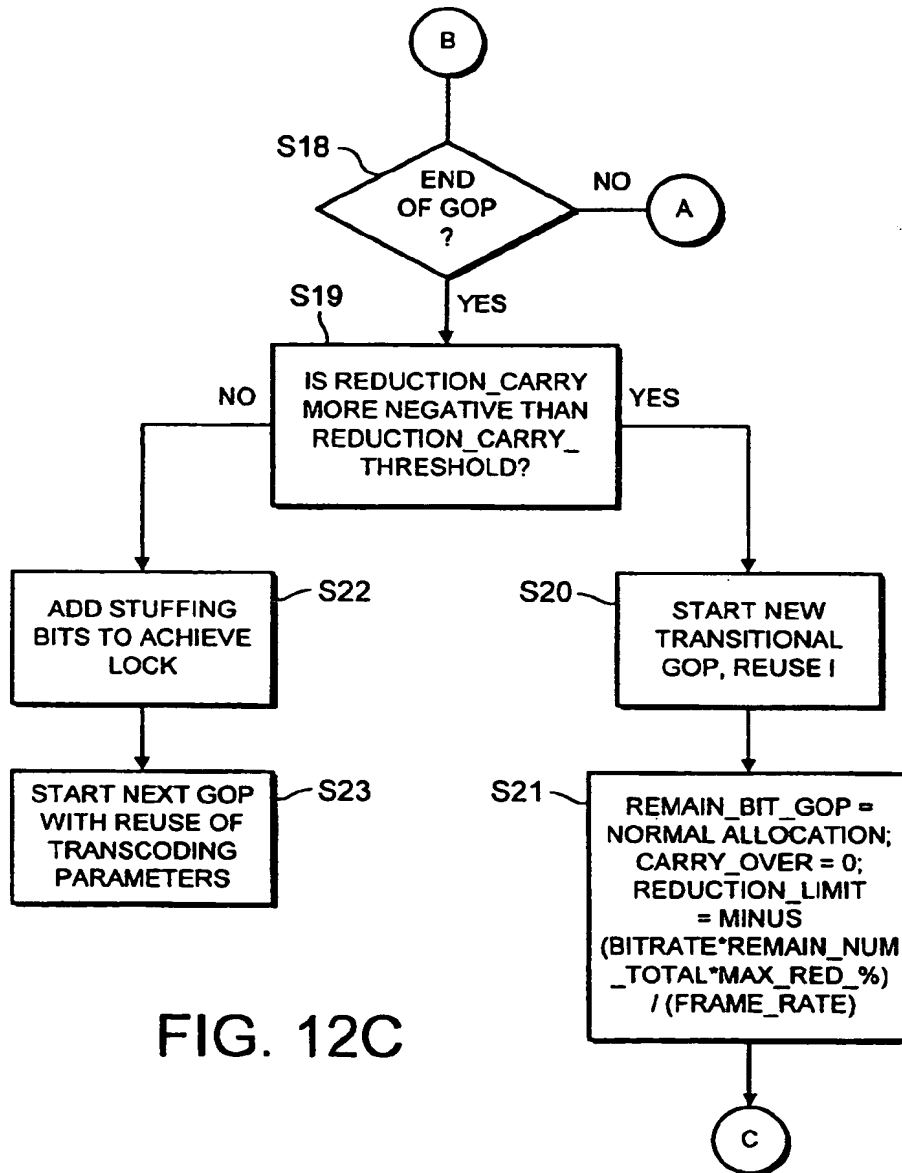


FIG. 12C



European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 00 30 6699

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.7)
X	EP 0 923 243 A (SONY CORP) 16 June 1999 (1999-06-16)	1-6	H04N7/24 H04N7/26 H04N7/50 G11B27/036
Y	* the whole document *	37	
A		7-36, 38-40	
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